

# KASHAN KHAN

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## PROFESSIONAL SUMMARY

Detail-oriented and self-driven Software Engineer with experience in full-stack web development, systems programming, and game design. Proficient in Python, JavaScript, Rust, and React with a strong foundation in data structures, algorithms, and object-oriented programming. Adept at designing and developing scalable applications, building responsive UIs, and managing project workflows. Passionate about solving real-world problems through code and continuously growing in dynamic team environments.

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## TECHNICAL SKILLS

Languages: Python, JavaScript, Rust, Java, SQL, C++

Frameworks & Tools: React, Flask, MySQL, Git, Pygame, VS Code, GitHub

Concepts: Object-Oriented Programming, Data Structures, Algorithms, Web Development, Version Control, Agile

Operating Systems: Windows, Linux

Languages Spoken: English, Urdu

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## EXPERIENCE

- **WORK**

- **Rowan School of OMM** – Full-Stack Developer & Product Owner | Glassboro, NJ | Jan 2025 - May 2025
  - Led the design and development of a full-stack web application to support board exam preparation for OMM.
  - Defined feature roadmap and prioritized implementation across student, faculty, and admin user roles.
  - Integrated performance analytics to display student trends and weaknesses in specific treatment modalities (e.g., HVLA, Counterstrain).
  - Collaborated with academic stakeholders to validate usability and accuracy of educational content.

- **PROJECTS**

- **Word Guessing Game** | Solo Developer | Apr 2025 | [Link](#)
    - Created an interactive browser-based game using React and JavaScript.
    - Managed state and game flow with React hooks and modular component architecture.
  - **File Management Utility** | Solo Developer | Nov 2024 – Dec 2024 | [Link](#)
    - Developed a command-line utility in Rust for file creation, reading, editing, and deletion.
    - Employed Rust's standard library for memory-safe I/O operations.
    - Implemented robust error handling and intuitive CLI interaction.
  - **Platform Game** | Solo Developer | Sep 2024 – Oct 2024 | [Link](#)
    - Designed and programmed a 2D platformer using Python and Pygame.
    - Implemented movement mechanics, collision detection, and sprite animations.
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## EDUCATION

Rowan University – Bachelor of Science in Computer Science | Sept 2023 - May 2025 | Glassboro, NJ

Rowan College at Burlington County – Associate of Science in Computer Science | Jan 2020 - May 2023 | Mount Laurel, NJ

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## RELEVANT COURSEWORK

Data Structures & Algorithms, Software Engineering, Database Systems, Operating Systems, Web Development, Cybersecurity Fundamentals, Data Warehousing, Computer Networking, Programming Languages, Technical Writing

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## [PERSONAL PORTFOLIO](#)